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1 [Integrating symbolic images into a multimedia database system using](#) 92%

[classification and abstraction approaches](#)

Aya Soffer , Hanan Samet

The VLDB Journal — The International Journal on Very Large Data Bases December 1998

Volume 7 Issue 4

Symbolic images are composed of a finite set of symbols that have a semantic meaning. Examples of symbolic images include maps (where the semantic meaning of the symbols is given in the legend), engineering drawings, and floor plans. Two approaches for supporting queries on symbolic-image databases that are based on image content are studied. The classification approach preprocesses all symbolic images and attaches a semantic classification and an associated certainty factor to each object that ...

- 2 Distance browsing in spatial databases 84%
4 Gisli R. Hjaltason , Hanan Samet
ACM Transactions on Database Systems (TODS) June 1999
Volume 24 Issue 2
We compare two different techniques for browsing through a collection of spatial objects stored in an R-tree spatial data structure on the basis of their distances from an arbitrary spatial query object. The conventional approach is one that makes use of a k-nearest neighbor algorithm where k is known prior to the invocation of the algorithm. Thus if $m < k$ neighbors are needed, the k-nearest neighbor alg ...
- 3 Image snapping 83%
4 Michael Gleicher
Proceedings of the 22nd annual conference on Computer graphics and interactive techniques September 1995
- 4 Fast parallel similarity search in multimedia databases 82%
4 Stefan Berchtold , Christian Böhm , Bernhard Braunmüller , Daniel A. Keim , Hans-Peter Kriegel
ACM SIGMOD Record , Proceedings of the 1997 ACM SIGMOD international conference on Management of data June 1997
Volume 26 Issue 2
Most similarity search techniques map the data objects into some high-dimensional feature space. The similarity search then corresponds to a nearest-neighbor search in the feature space which is computationally very intensive. In this paper, we present a new parallel method for fast nearest-neighbor search in high-dimensional feature spaces. The core problem of designing a parallel nearest-neighbor algorithm is to find an adequate distribution of the data onto the disks. Unfortunately, the ...
- 5 Approximate range searching 82%
4 Sunil Arya , David M. Mount
Proceedings of the eleventh annual symposium on Computational geometry September 1995

6 Optimal constrained graph exploration 80%

- 4 Christian A. Duncan , Stephen G. Kobourov , V. S. Anil Kumar
Proceedings of the twelfth annual ACM-SIAM symposium on Discrete algorithms January 2001

We address the problem of exploring an unknown graph $G = (V, E)$ from a given start node s with either a tethered robot or a robot with a fuel tank of limited capacity, the former being a tighter constraint. In both variations of the problem, the robot can only move along the edges of the graph, i.e, it cannot jump between non-adjacent vertices. In the tethered robot case, if the tether (rope) has length l , then the robot must remain within distance l ...

7 Dimensionality reduction for similarity searching in dynamic 80%

- 4 databases
K. V. Ravi Kanth , Divyakant Agrawal , Ambuj Singh
ACM SIGMOD Record , Proceedings of the 1998 ACM SIGMOD international conference on Management of data June 1998
Volume 27 Issue 2

Databases are increasingly being used to store multi-media objects such as maps, images, audio and video. Storage and retrieval of these objects is accomplished using multi-dimensional index structures such as R*-trees and SS-trees. As dimensionality increases, query performance in these index structures degrades. This phenomenon, generally referred to as the dimensionality curse, can be circumvented by reducing the dimensionality of the data. Such a reduction is however accompanied by a lo ...


8 Separators for sphere-packings and nearest neighbor graphs 80%

- 4 Gary L. Miller , Shang-Hua Teng , William Thurston , Stephen A. Vavasis
Journal of the ACM (JACM) January 1997
Volume 44 Issue 1

A collection of n balls in d dimensions forms a k -ply system if no point in the space is covered by more than k balls. We show that for every k -ply system \mathcal{G} , there is a sphere S that intersects at most

O(k1/dn1−1/d) balls of &Ggr; and divides the remainder ...

- 9 Efficient algorithms for local and global accessibility shading 77%

 Gavin Miller

Proceedings of the 21st annual conference on Computer graphics and interactive techniques July 1994

This paper discusses the use of two different approaches for computing the “accessibility” of a surface. These metrics characterize how easily a surface may be touched by a spherical probe. The paper also presents various acceleration techniques for accessibility. The idea of surface accessibility is extended to include “global accessibility” which measures the ability of a spherical probe to enter a structure from outside as well as to fit locally on the surface. Th ...

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